

UNREAL EDITOR FOR FORTNITE

UEFN: Fortnite Game Design

With Parental Controls

Students learn to build interactive 3D worlds and design game logic using Unreal Editor for Fortnite (UEFN), turning their ideas into playable Fortnite islands in a safe, parent-approved setup.

DESIGN. BUILD. CODE. PUBLISH.



13 – 16 AGE GROUP	Intermediate LEVEL	3 Months DURATION	24 SESSIONS	60 min PER SESSION	UEFN SOFTWARE
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3-MONTH LEARNING PATHWAY

- Exploring UEFN & Building Creative Worlds**
Learn the UEFN interface and asset workflow, and build immersive spaces with visual tools and creative devices.
- Designing Gameplay & Experiences**
Apply creative devices and level design principles to make engaging, playable spaces without scripting.
- Creative Storytelling & Environment Design**
Blend visual storytelling, world building and advanced creative tools into a professional-style experience.

WHAT STUDENTS WILL ACHIEVE

- ✓ Build detailed environments in UEFN
- ✓ Use creative devices to design gameplay without coding
- ✓ Apply lighting, VFX and cinematics to tell a story
- ✓ Understand map readability, player flow and user experience

SKILLS STUDENTS GAIN

Game Design

Digital Creativity

Computational Thinking

Critical Thinking

Problem Solving

Portfolio Development

Includes: Capstone Project + Parent Showcase

WHY ASCEND EDTECH • Minecraft Education Partner • Unreal Authorized Training Center • NASEF UAE • Best in STEM Award

START NOW
ENROL NOW

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